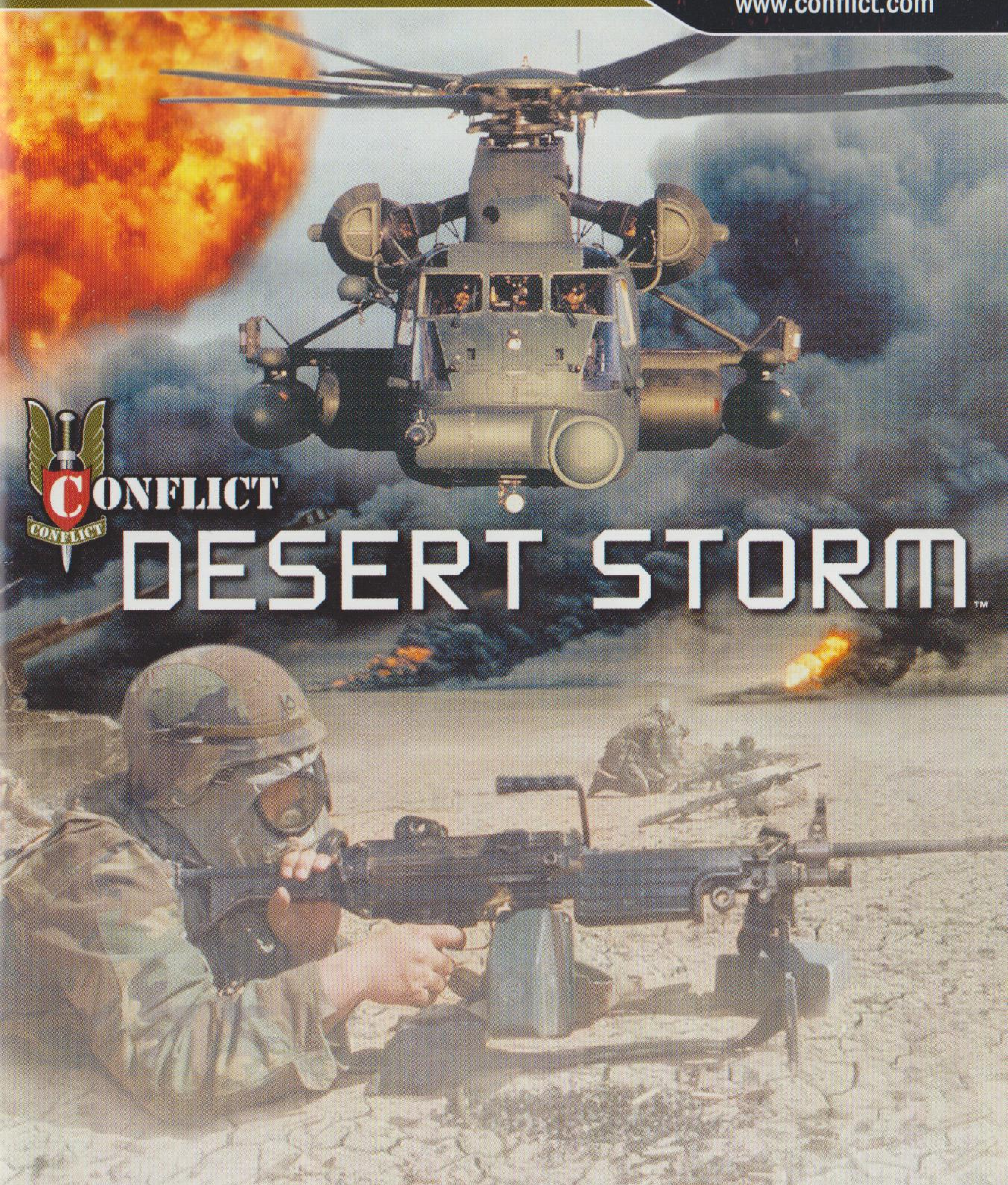
www.conflict.com



CONFLICT
DESERT STORM™

www.sci.co.uk

PIVOTAL GAMES

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Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.

SLES-50902

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 225KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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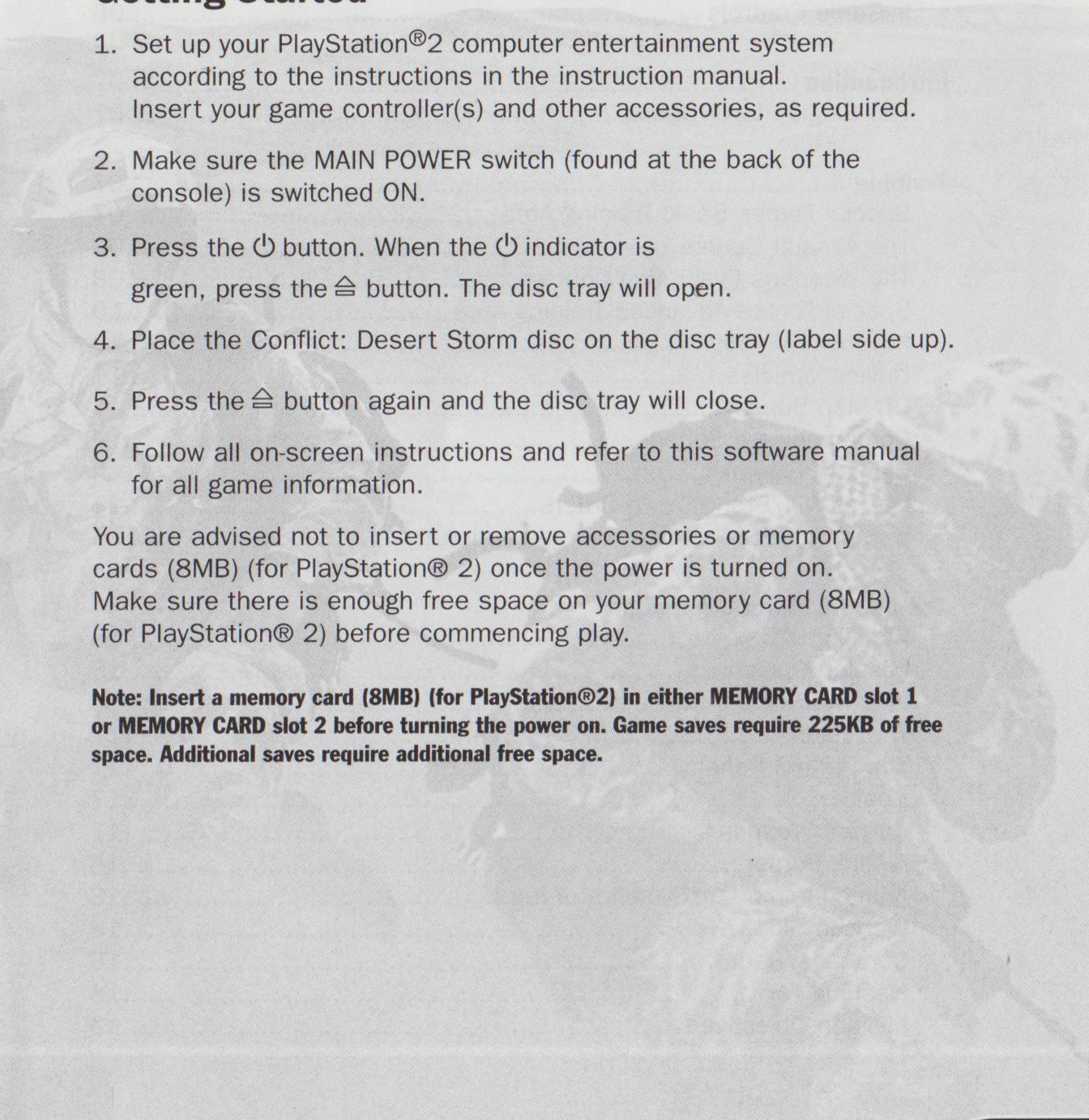
CONFLICT: DESERT STORM

Getting Started



1. Set up your PlayStation®2 computer entertainment system according to the instructions in the instruction manual. Insert your game controller(s) and other accessories, as required.
2. Make sure the MAIN POWER switch (found at the back of the console) is switched ON.
3. Press the ⏻ button. When the ⏻ indicator is green, press the ⏏ button. The disc tray will open.
4. Place the Conflict: Desert Storm disc on the disc tray (label side up).
5. Press the ⏏ button again and the disc tray will close.
6. Follow all on-screen instructions and refer to this software manual for all game information.

You are advised not to insert or remove accessories or memory cards (8MB) (for PlayStation® 2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation® 2) before commencing play.

Note: Insert a memory card (8MB) (for PlayStation®2) in either MEMORY CARD slot 1 or MEMORY CARD slot 2 before turning the power on. Game saves require 225KB of free space. Additional saves require additional free space.

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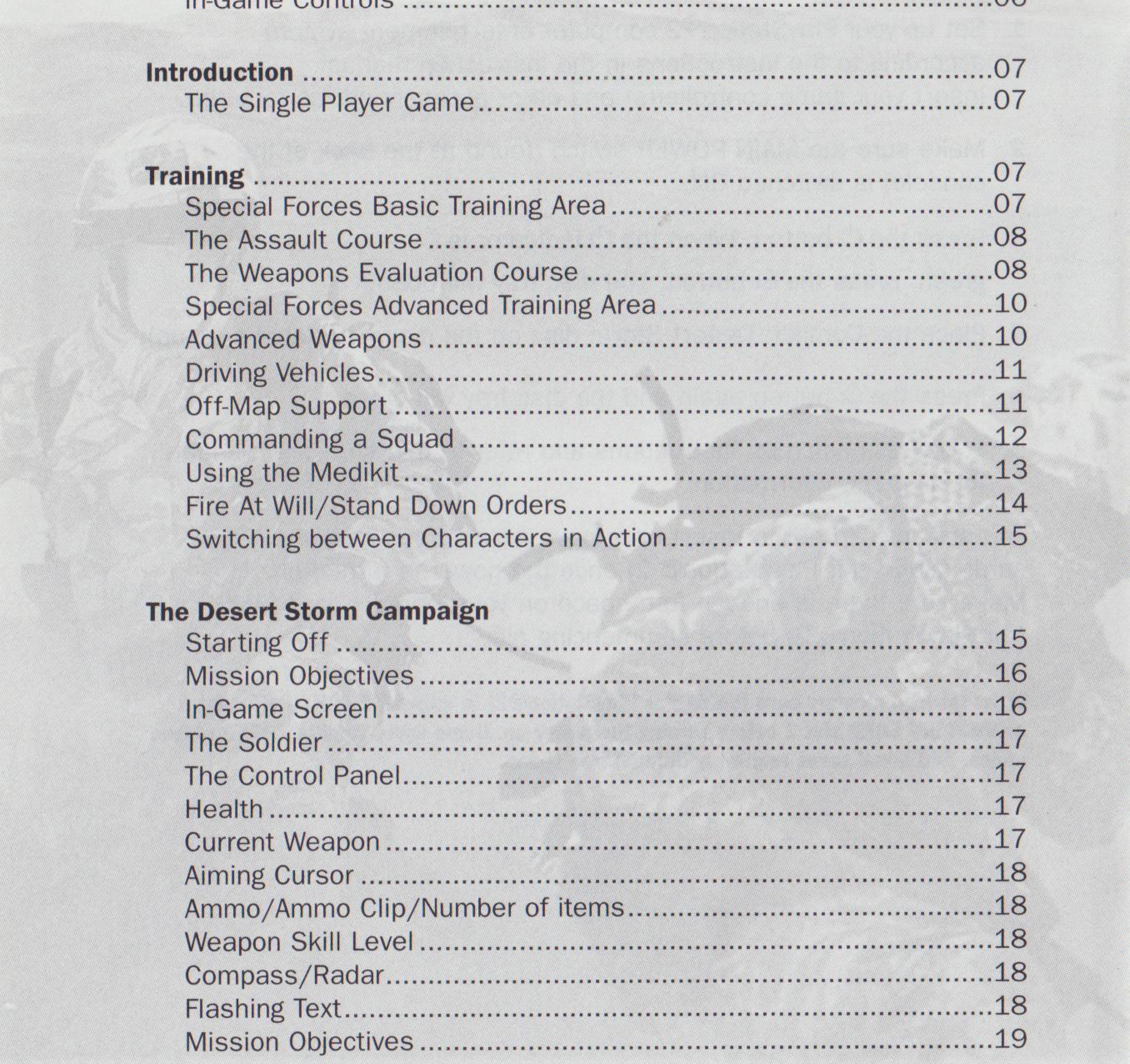

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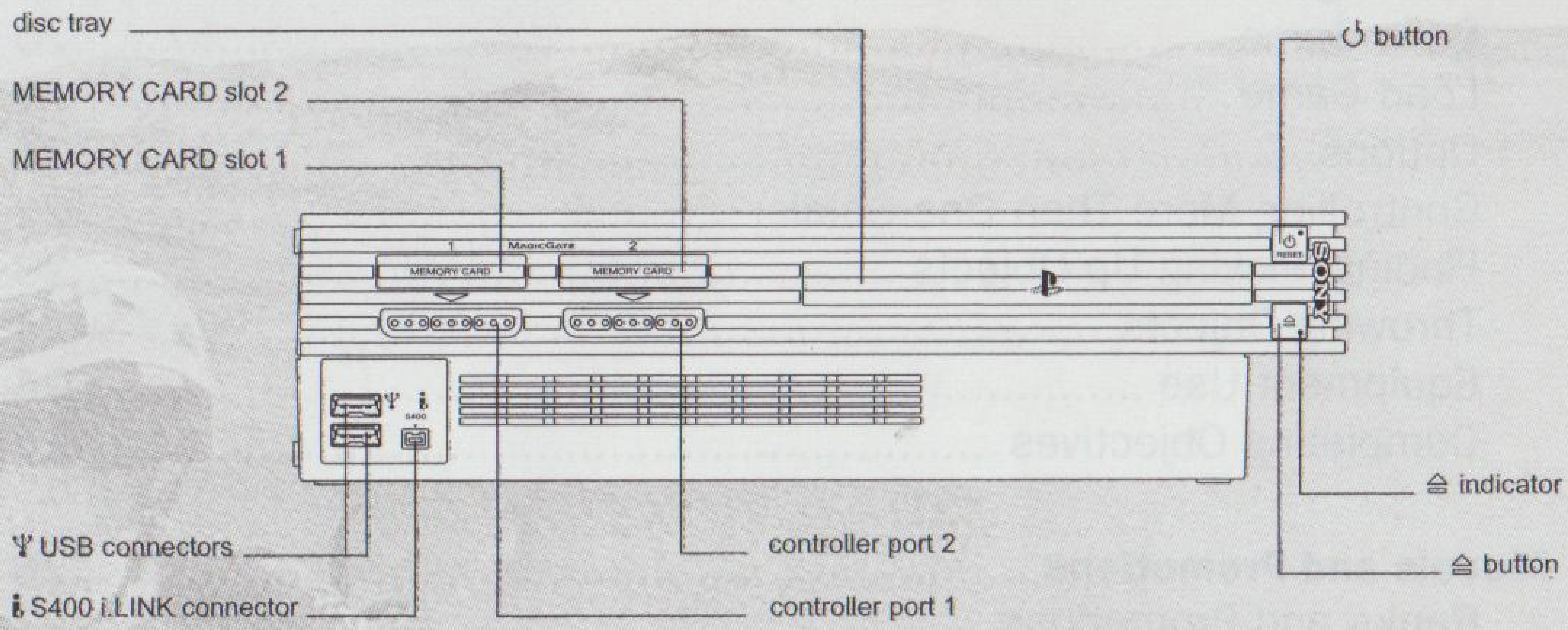
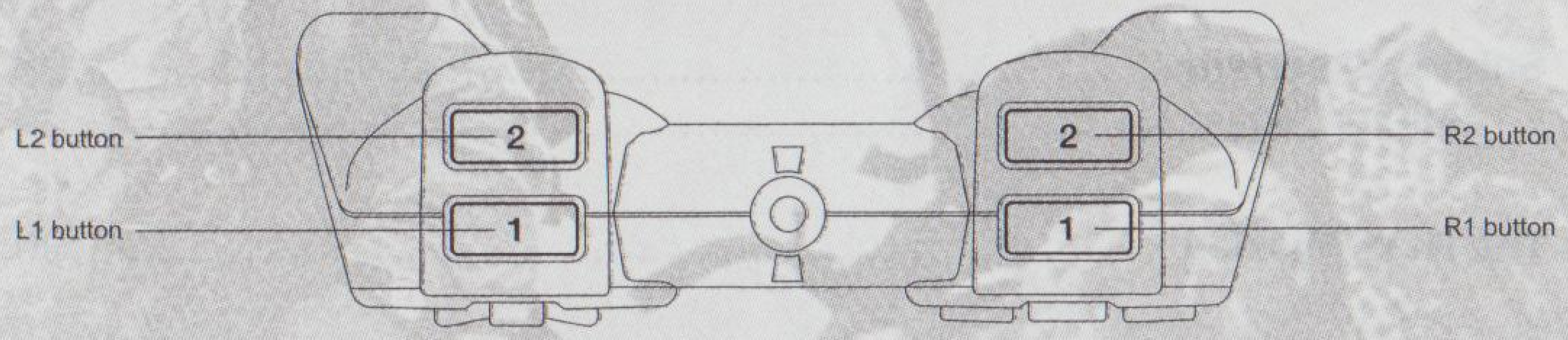
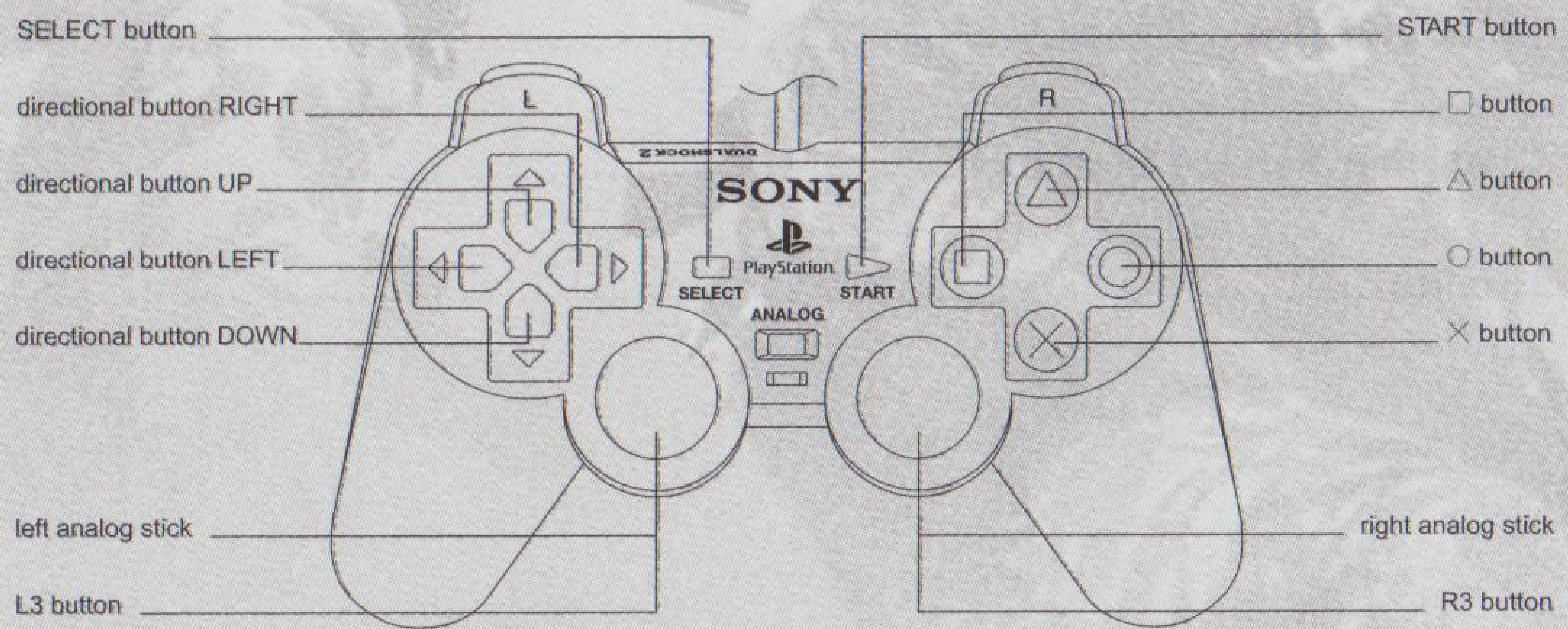
GAME CONTROLS

PlayStation®2 [front panel]


disc tray
MEMORY CARD slot 2
MEMORY CARD slot 1
⏻ button
⏏ indicator
⏏ button
USB connectors
S400 i.LINK connector
controller port 2
controller port 1
MEMORY CARD
MEMORY CARD
MagicGate
1
2
SONY
RESET
S400


L2 button
L1 button
R2 button
R1 button
2
1
2
1


SELECT button
directional button RIGHT
directional button UP
directional button LEFT
directional button DOWN
left analog stick
L3 button
START button
□ button
△ button
○ button
✕ button
right analog stick
R3 button
L
R
DUALSHOCK 2
SONY
PlayStation
SELECT
START
ANALOG

Note: Conflict: Desert Storm does not support a Standard Controller..

Navigating the Menus

The menu screens in Conflict: Desert Storm can be accessed using the following controls:

Highlight Menu Options.	**left analog stick / directional button UP/DOWN**
Confirm a Selection	**⊗ button**
Alter Menu Values	**left analog stick / directional button LEFT/RIGHT**
Return to the Previous Menu	**△ button**

In-Game Controls

Game Controls

Pause/ Open Pause Menu	**START button**
Action Button (Flashing Text)	**⊗ button**

Move Soldier Controls

Move Forward	**left analog stick UP**
Move Backwards	**left analog stick DOWN**
Strafe (sidestep) Left	**left analog stick LEFT**
Strafe (sidestep) Right	**left analog stick RIGHT**
Rotate Left	**right analog stick LEFT**
Rotate Right	**right analog stick RIGHT**
Change Stance (Stand/Crouch/Prone)	**○ button**
Lie Down Prone	**Hold ○ button**

Weapon Controls

Fire Selected Weapon	**R1 button**
Switch Target Left	**L2 button**
Switch Target Right	**R2 button**
Move Weapon Crosshair	**right analog stick UP/DOWN/LEFT/RIGHT**

Squad Controls

Jump to Next Soldier	**directional button UP**
Jump to Previous Soldier	**directional button DOWN**
All Soldiers Fire at Will/ Stand Down (toggle)	**□ button**
Orders Menu	**(Hold Down L1 button)**
Open Orders Menu	**Hold Down L1 button then:**

Move Soldier Control Panel Cursor Up	**directional button UP**
Move Soldier Control Panel Cursor Down	**directional button DOWN**
All Soldiers Prone/Stand (toggle)	**R1 button**
All Soldiers Follow/ Hold Position (toggle)	**R2 button**
Order Highlighted Soldier to Follow	**✕ button**
Order Highlighted Soldier to Halt	**△ button**
Order Highlighted Soldier to Advance to a Position	**○ button**

Use the right analog stick to aim at a position and the left analog stick to set the direction in which you would like the soldier to face. Press the ○ button again to give the order.

View/Map Controls

First Person/ Third Person View (toggle)	**R3 button**
Zoom in (in First Person View)	**L3 button**
View Mission Objectives/ Map	**SELECT button**

SOFTWARE MANUAL

Inventory Menu

Open Inventory	**Hold down △ button then:**
Move Selection Up	**directional button UP**
Move Selection Down	**directional button DOWN**
Change Weapon Fire Mode/ Night Vision Goggles (toggle)	**R1 button**
Open Give/Take Menu	**✕ button when prompted**

This software manual will take you through the basics of the game. It will guide you through the on-screen training section where you can become acquainted with the key game controls, then it will introduce you to on-screen information, controlling a squad, Co-operative games and essential tactical tips.

INTRODUCTION

The Single Player Game

After the opening movie you'll be taken to the Main Menu screen. This is where you can decide between Single Player or Co-operative play, and check the Game Options.

- Select Single Player. Highlight Single Player using the directional button UP/DOWN (or left analog stick UP/DOWN) and press the ⊗ button to confirm and you will be taken to the Single Player Menu.

The Single Player menu gives you access to the Conflict: Desert Storm Training Camp, the full Desert Storm Campaign and allows you to load a saved game.

You might already be familiar with military action games and all types of weapons but you'd be wise to spend some useful time in Training, this is the best way to get used to controls and squad commands.

- Select Training.
- Choose Basic Training

You will now enter Basic Training.

SPECIAL FORCES BASIC TRAINING AREA

Training

Training helps you with the basics of the game. It's here that skilled one-on-one instructors take you through all aspects of the game controls: soldier movement, weapons handling, driving, targeting, giving orders, squad movement, and calling in artillery and air strikes. Spend some time here and you'll thank these hard working guys when you're out there with a heavy pack, under fire, crawling around on your stomach in the sand. And, if it's going to sink in, you're going to have to go over it again and again until everything becomes second nature to you!

Check all the controls listed at the beginning of this instruction guide and try to complete each exercise as quickly and as accurately as you can. Your instructors will offer good advice and guidance. You will not be hurried but if you are needlessly slow they might suggest you go around again. Note that there are arrows to guide you around the different parts of the course.

The Assault Course

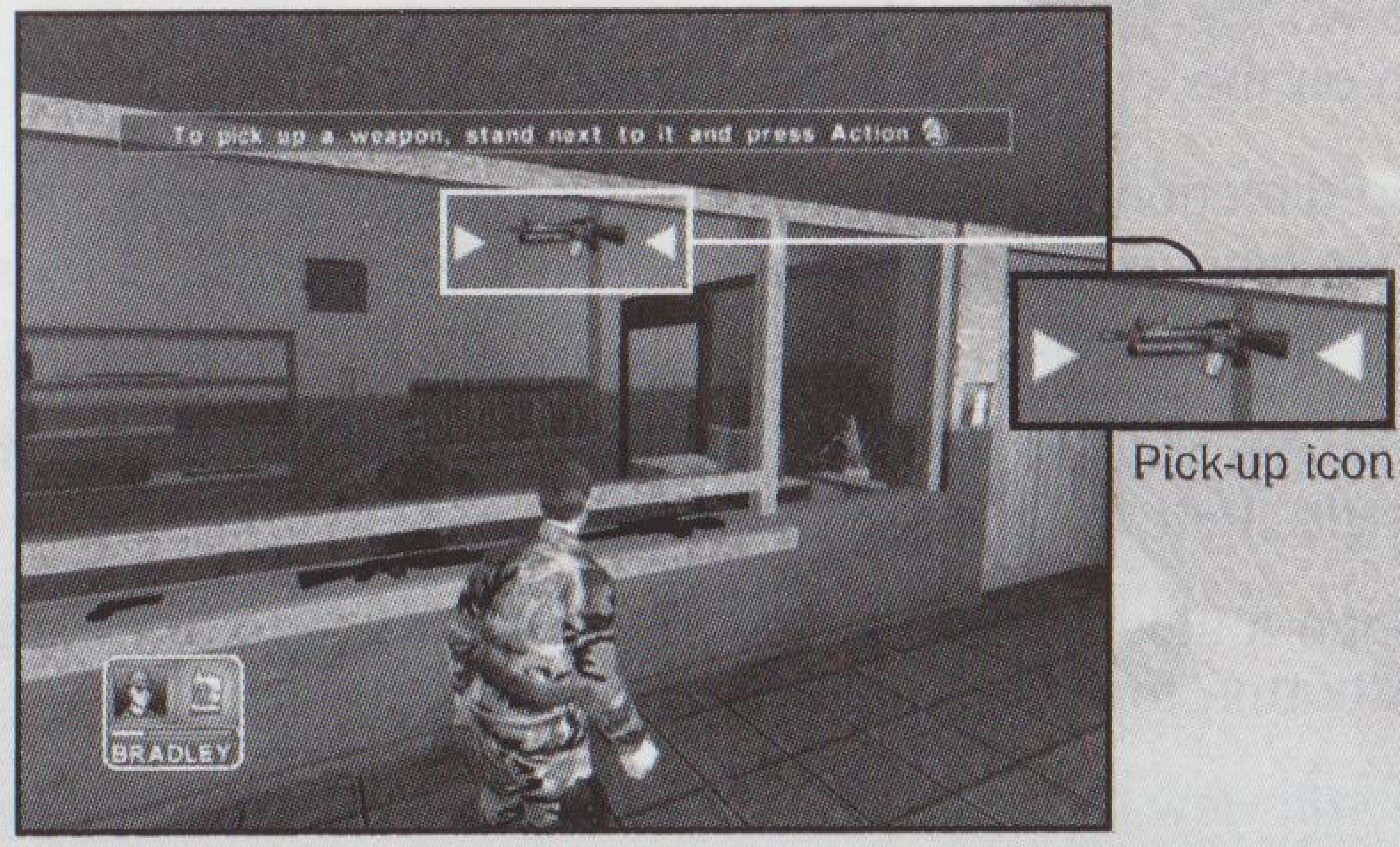
This Assault Course will teach you how to control a single soldier: how to move him quickly under obstacles, climb ladders, jump down off structures, crouch, lie down prone and crawl forward. In this Training section you won't have to worry about your inventory or carrying weapons; just take the time to get used to all the controls. The following controls will be useful to you:

Move Forward	**left analog stick UP**
Move Backwards	**left analog stick DOWN**
Strafe Left	**left analog stick LEFT**
Strafe Right	**left analog stick RIGHT**
Rotate Left	**right analog stick LEFT**
Rotate Right	**right analog stick RIGHT**
Stand/Crouch/Prone	**◎ button**
Action Button (Flashing Text)	**⊗ button**

Be aware that whenever an 'action' needs to be performed, flashing text will appear on the lower right of the in-game screen. To perform an action, press the ⊗ button. For example, to climb a ladder: stand in front of the ladder and you will see the flashing text 'Mount Ladder,' press the ⊗ button and then climb using the normal control for Move Forward (left analog stick UP).

The Weapons Evaluation Course

The Weapons Evaluation Course is your guide to handling your first weapons in Basic Training. You will be given a Pistol, a Sniper Rifle and an Assault Rifle. Conflict: Desert Storm features a large number of different weapons, weapons suited for particular missions and different soldier skills and you will be able to carry quite a few of them in your pack/inventory. You will also be able to pick up (or use) some weapons and find additional ammunition in the course of the missions.



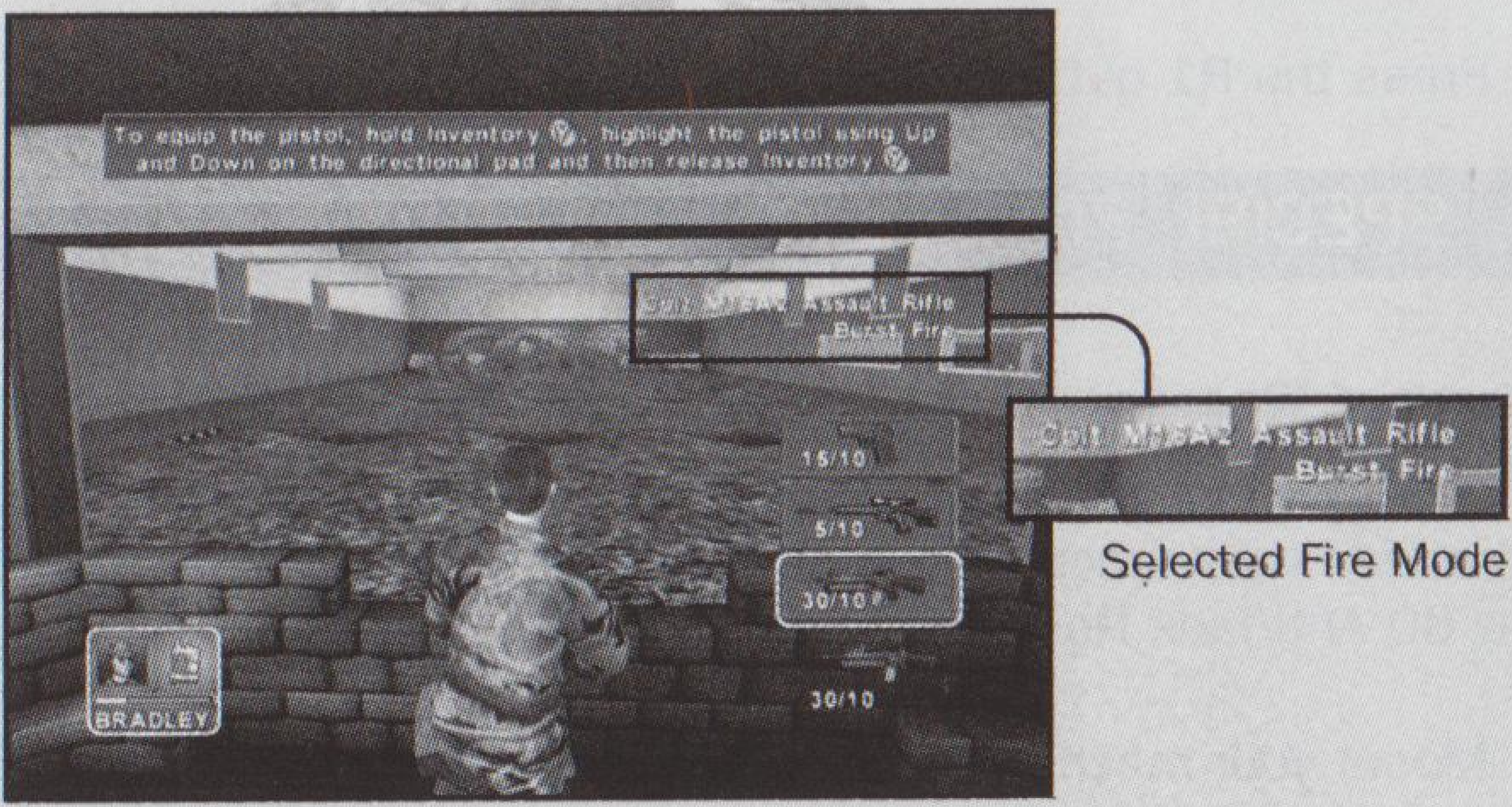
To pick up a weapon, stand next to it and press Action

Pick-up icon

To pick up a weapon: stand in front of the weapon until you see the 'pick-up' icons appear on the screen. The flashing text 'Pick Up Object' appears on the lower right. As always, any flashing text means that you can press the action button for that action to be completed.

- Press the ⊗ button to pick up the weapon and place it in your hand.
- Pick up all three weapons.

Any newly selected weapon will be in your hand and the previously picked up weapon will be transferred to your pack/ inventory.



To equip the pistol, hold Inventory, highlight the pistol using Up and Down on the directional pad and then release Inventory

Selected Fire Mode

- Hold down the △ button to open your inventory menu (shown on the lower right of the screen).
- Use the directional button UP/DOWN to select a weapon. A picture of the weapon will appear on screen with text details across the top of the game screen.

Some weapons, such as the Assault Rifle have different 'fire modes' (Burst, Single Shot or Grenade Launcher).

- To change a selected fire mode hold down the △ button and press the R1 button to cycle through the different modes.

In First person view most weapons show you a detailed targeting view that allows a better shot, but you can zoom in further using the L3 button. When you try the Sniper rifle you will see that it has a very close up Zoom mode. Press the R3 button to change from Third person to First person view (the mode that gives you a more detailed weapon sight).

The sighting crosshairs will vary in design depending on the weapon you are holding. The crosshair sights can be adjusted in First person view by using the left analog stick UP/DOWN/LEFT/RIGHT. All sights are initially white in colour but aiming at a legitimate target will turn the sights RED – this means you are on target.

- Press the R1 button to fire your weapon.

SPECIAL FORCES ADVANCED TRAINING AREA

Advanced Weapons

In the Advanced Weapons Training section you will have to fire a mounted heavy machine gun at a number of targets and then fire a Law 80 Anti-Tank Rocket Launcher at a 'dummy' tank.

- Mount your machine gun position by standing next to it until you see the flashing text 'Mount Gun.'
- Press the ✕ button to mount the gun; the soldier will take hold of the machine gun.

- Move the gun using the normal movement controls: right analog stick UP/DOWN/LEFT/RIGHT.
- Press the R3 button to change to First person view.
- Press the R1 button to fire.

The Rocket Launcher must be picked up, aimed and fired in the same way as above.

Driving Vehicles

In Conflict: Desert Storm you may sometimes have to get into a vehicle and drive it across the landscape. The next phase of Training requires that you drive a truck to a new location.

- To get into the truck, stand close to it, look for the flashing text and press the ⊗ button.
- Use the standard soldier movement controls to steer the vehicle along the rough and twisty road.
- At the end of the road you will have to get out of the truck, press the ⊗ button when prompted by the flashing text.

Off-Map Support

Calling in Artillery Strikes

Sometimes you may find that there is no option left to you but to call in an artillery strike on a set of tough targets, the next phase of training teaches you how to do this.

- Pick up the PRC 319 communications set.
- Look at the targets and change to First person view (press the R3 button).
- Position the crosshair over the target (using the right analog stick UP/DOWN/LEFT/RIGHT).
- Order the artillery to fire (press ⊗ button).

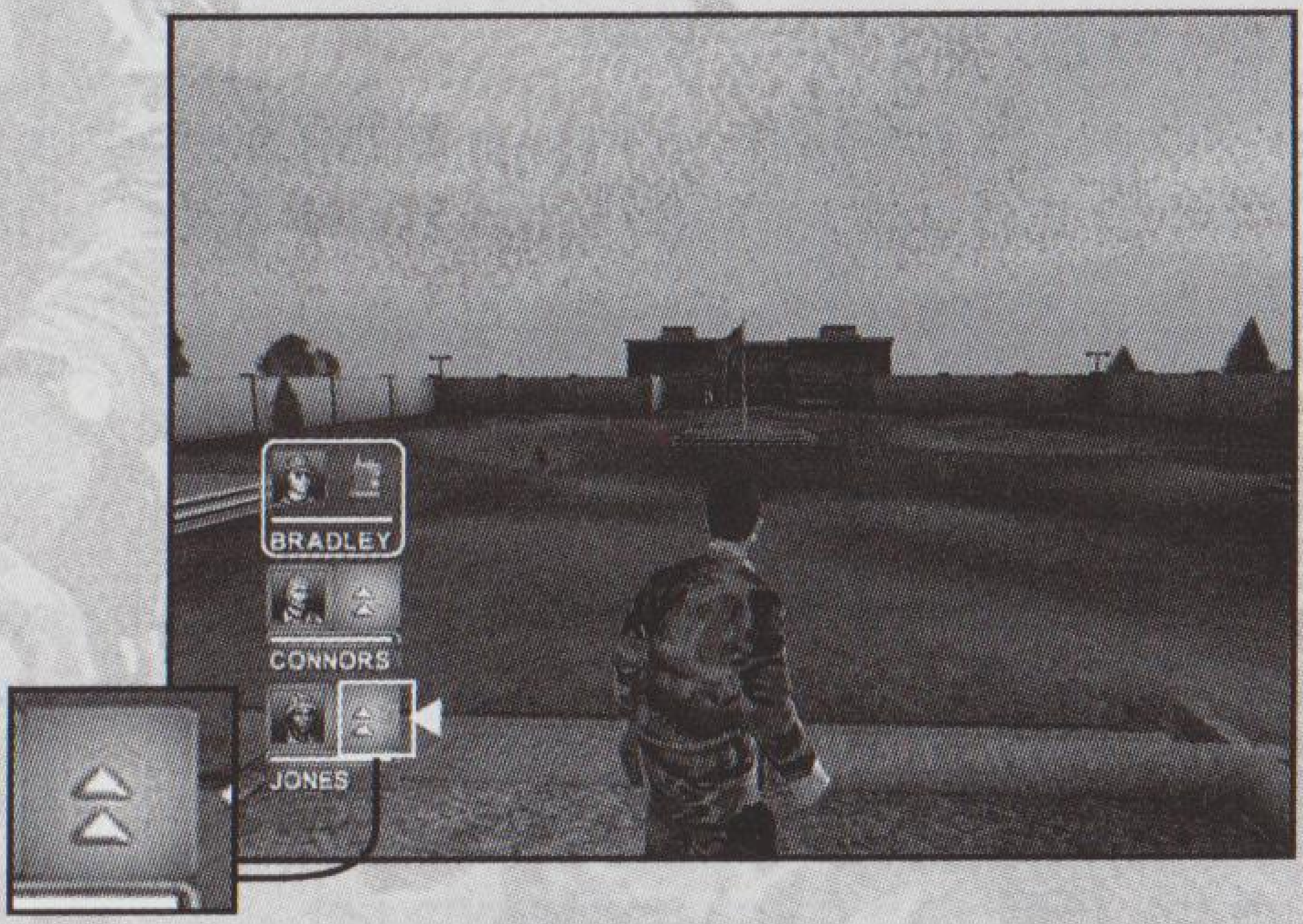
Calling in Air Strikes

Sometimes you might have to take advantage of any local air support and call in air strikes using a Laser Designator.

- Pick up the Laser Designator.
- Go into First person view (R3 button).
- Move the crosshairs over the target (using the right analog stick UP/DOWN/LEFT/RIGHT).
- Wait to acquire a 'lock' (the aiming sight will turn to red).
- Call in the air strikes (press ⊗ button).

Commanding a Squad

Most of the missions in Conflict: Desert Storm require you to give specific orders to a group of soldiers. The Group Command phase of Training shows you how to issue these orders.



Group follow command

Group command - join on my position:

- Open the Orders Menu (hold down the L1 button). All the soldiers' control panels are shown (lower left) along with small icons representing their move status.
- Press the Group Follow command button toggle (R2 button) and the icons will change to the 'follow' icon.

Group command - hold position:

- Open the Orders Menu (hold down L1 button).
- Press the R2 button toggle again to order the squad to 'hold' position

Selected soldier - follow me:

- Open the Orders Menu (hold down the L1 button).
- Select a soldier (directional button UP/DOWN).
- Press the ⊗ button and that soldier will follow you or come to your position.
- Press the △ button to make the selected soldier hold his position.

Order a selected soldier to move to different position:

- Go into Orders Menu (hold down L1 button).
- Select a soldier (directional button UP/DOWN).
- Press ◎ button to order a soldier to advance to a position and use the right analog stick to fix the marker cone in the required position, then press the ◎ button to confirm the order. Use the left analog stick to set a facing direction for the soldier to adopt.

Medikit

There will be times when some of your soldiers will get injured. Even the toughest will need immediate medical attention, so use the Medikits in the game to heal yourself or any other wounded soldiers. You will often have Medikits in your inventory, but sometimes you may be able to pick up additional units during a mission.

Using the Medikit on yourself:

- Open your pack/inventory (hold down △ button).
- Locate the Medikit using directional button UP/DOWN.
- Press R1 button when you are holding the Medikit to heal yourself.

Using the Medikit on other squad members:

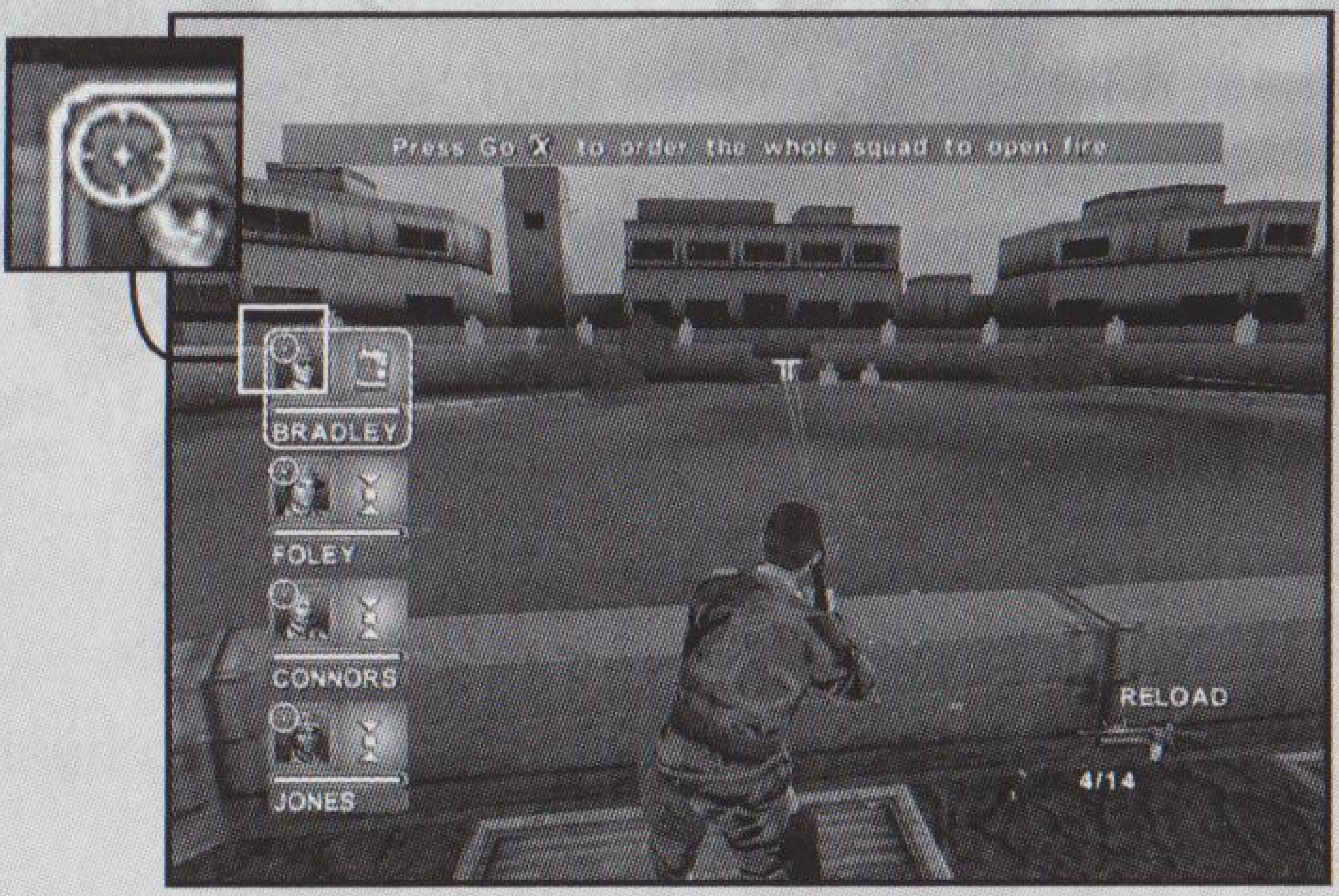
- Locate the Medikit and make sure you are holding it.
- Approach the wounded soldier.
- When the message ‘Heal’ flashes, press the ⊗ button to heal the soldier.

Note that it is also possible to heal soldiers when in First person view, this works in the same way but use the right analog stick to ‘look’ at the wounded soldier you wish to heal If you are holding the Medikit and you are close enough to the soldier, a Medikit icon will flash onscreen and you can heal the soldier by pressing the R1 button.

Fire At Will/Stand Down Orders

Some orders can be issued to all soldiers immediately.

- Press ▣ button to toggle on/off all soldiers ‘fire at will/stand down commands. When soldiers have a ‘fire at will’ order issued to them a small target icon appears on one side of their control panel.


Fire at Will
Press Go X to order the whole squad to open fire
BRADLEY
FOLEY
CONNORS
JONES
RELOAD
4/14

Switching between Characters in Action

Finally, the Advanced Training section will show you how to switch between different soldiers during an action. It's important to note that each squad member has different skills and carries different weapons/inventory which can be used to your advantage on a mission objective.

- Press the directional button UP/DOWN to take control of the different soldiers in the squad as they are firing at the targets.

That's all the on-screen training you're going to be given in this special section. You've now been taught the basics. The rest is up to you.

THE DESERT STORM CAMPAIGN

Starting Off

When you feel confident about the game controls and all aspects covered in Training you're ready to jump into the action. This is it! Now all that training is going to have to pay off – you'll be out there in hostile territory making all the decisions. The success of the missions and in the long run the campaign will be in your hands. This section of the software manual will explain all aspects of control/weapons and the mission structure of the Conflict: Desert Storm Campaign.

- Go to the Main Menu screen.
- Select the Single Player option.
- Select the Desert Storm Campaign.
- Select a Difficulty Level from Easy, Medium or Hard.
- Select your choice of uniform from British SAS or US Delta Force.

You will not be sent off on a mission without a full briefing:

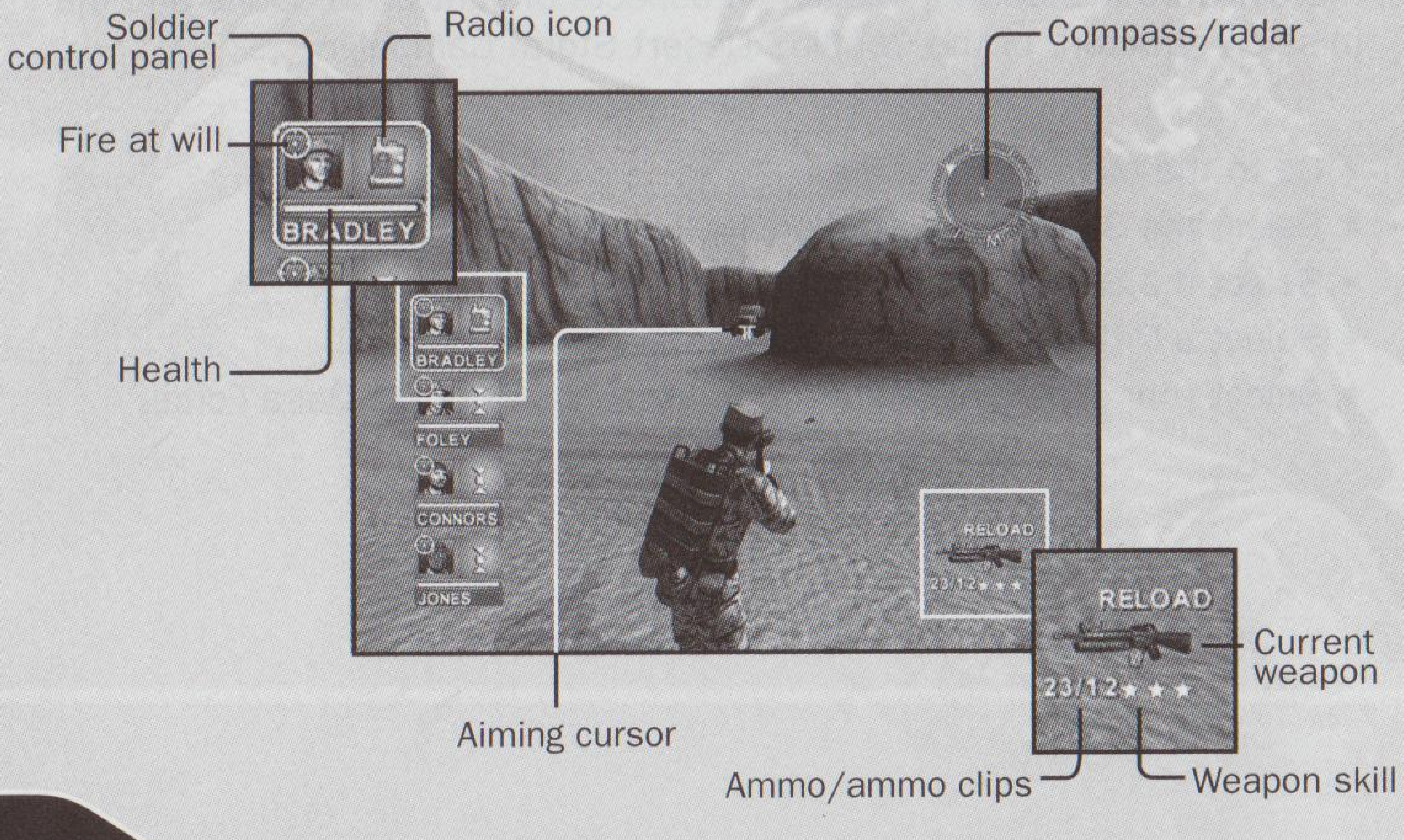
- You will be introduced to the Desert Storm Campaign background (with a movie).
- You will be shown a text description of your mission along with a detailed map.
- You will be shown a very detailed mission objectives briefing, including any reconnaissance information already gathered that will detail what you must do from Landing Zone to Extraction.
- You will then be dropped at the Landing Zone.

Mission Objectives

All detailed mission objectives and a local map will always be accessible to you throughout the mission by pressing the SELECT button.
As you complete a specific mission objective, you will see a confirmation message at the top of the screen and that objective will be checked off from the Mission Objectives list.

In-Game Screen

This is where you will get all your information during a mission.


Soldier control panel
Radio icon
Compass/radar
Fire at will
BRADLEY
Health
BRADLEY
FOLEY
CONNORS
JONES
RELOAD
23/12
RELOAD
23/12
Current weapon
Aiming cursor
Ammo/ammo clips
Weapon skill

The Soldier

When you are in Third person view, your selected soldier is always centred in the lower half of the game screen. If you switch to First person view (R3 button) you will see the action through his eyes. The soldier's control panel is highlighted when he is selected.

The Control Panel

Each soldier has an individual control panel that is highlighted with a white border when he is selected. This panel shows the soldier's name, his health status, and a photograph. A 'radio' icon indicates who is the currently selected soldier (in a squad). The control panel flashes/fades slightly to indicate who is calling in a message on the radio.

Health

Selected soldier health is shown by a yellow bar inside the control panel. When a soldier takes damage (from being shot, a fall or an explosion) his health bar will gradually reduce to reveal a red bar. When this bar is fully red that character becomes Missing in Action (MIA), meaning that the character has taken too much damage and can no longer heal himself. The red health bar will then begin to reduce slowly, during this time any of your other active soldiers can heal this character with a medikit. However, if this character isn't healed before the red bar disappears completely he will become Killed in Action (KIA) and it will not be possible to heal him. If you complete all mission objectives during a mission it will not end until all MIA characters are either healed or they become KIA. When characters become MIA you will have about two minutes before the red energy bar depletes and they become KIA.

All KIA soldiers are replaced with 'rookies' in the following mission, so it's wise to try and keep your initial squad alive because new soldiers will not be as skilled as battle-hardened troops.

Current Weapon

An image of the selected weapon, or object in hand, is shown on-screen (lower right).

Aiming Cursor

An 'aiming cursor' sight is always shown for a currently selected weapon. The type of sight will change depending on the weapon chosen. Changing to First person view (R3 button) will show a more detailed sight. Pressing L3 button will, in addition, zoom in that sight (if the weapon has a secondary zoom).

Ammo/Ammo Clip/Number of items

These numbers indicate either the number of rounds left in a clip (on the left) and the number of clips held in your pack/inventory (on the right) or, the number of items, objects in the inventory/pack (for example, 3 grenades).

Weapon Skill Level

Each soldier has individual skills with various weapons and the 'stars' below the weapon image show that soldier's skill level with that specific weapon. These skills will improve over time as the soldier completes more and more missions.

Compass/Radar

The compass in the top right of the screen shows the compass heading that your selected soldier is looking in (or walking towards); use the compass in conjunction with the map and the visible terrain to navigate through the landscape.

A yellow arrow marker shows the direction to take in order to locate the next objective for completing the mission.

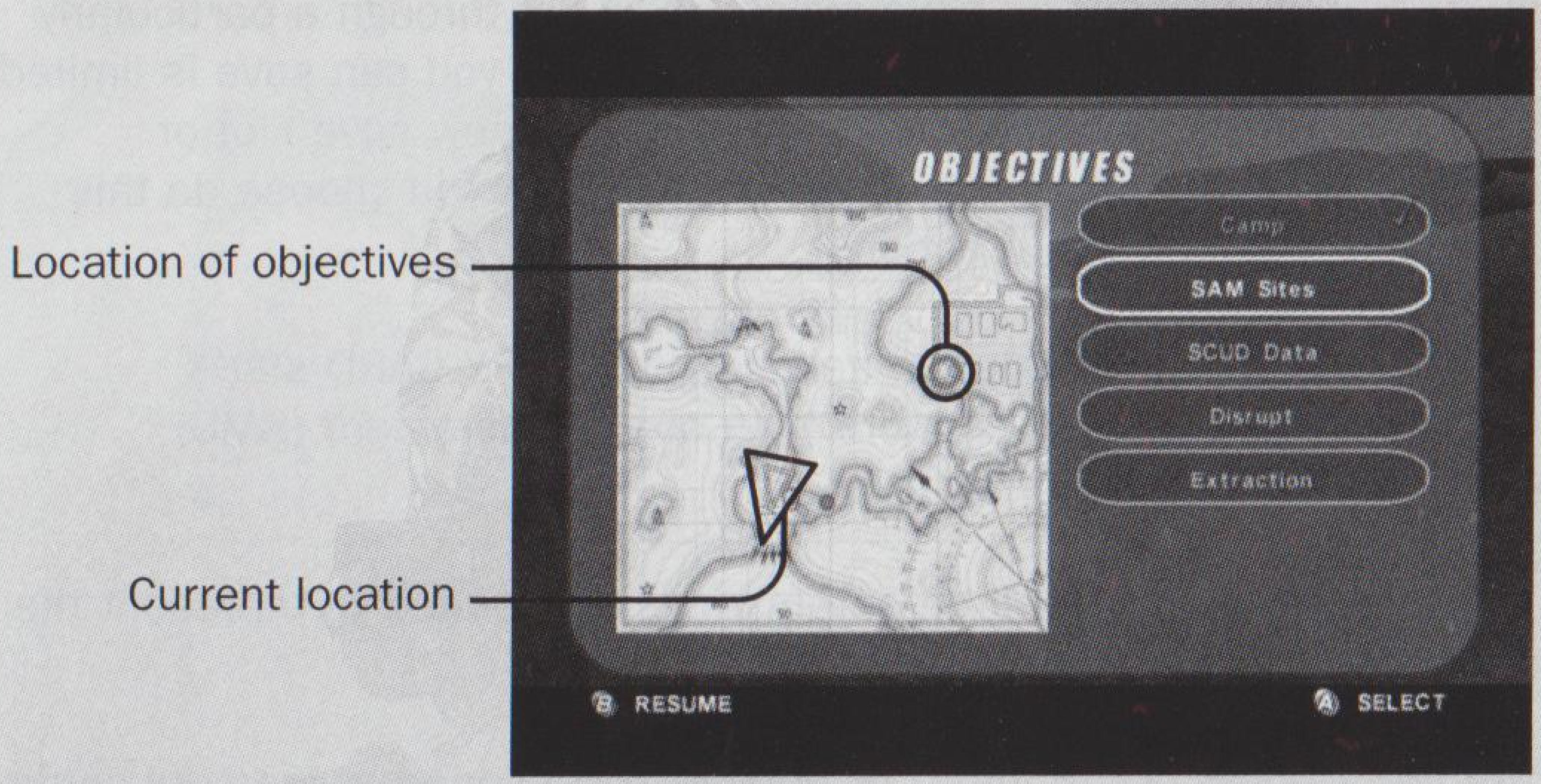
The white radar blip at the centre of the compass is the selected soldier, other white blips are friendly soldiers, red blips are enemy soldiers, objects or vehicles/defensive installations.

Flashing Text

Any flashing text appearing on the lower right of the game screen indicates that you can perform that named action. You can press the ⊗ button to carry it out. For example, once you have fired a few rounds from your assault rifle you will see the text 'Reload' flashing, this means that you can reload your weapon by pressing the ⊗ button, as long as you have enough ammo for that weapon. Note that, a soldier will automatically reload any weapon when reaching the end of an ammo clip.

Mission Objectives Map

Press the SELECT button to check out the local map and mission briefing. A marker shows your current position on the map and the list of mission objectives are listed in a 'preferred' order of completion on the right of the screen.



Inventory

Once you know what you've got to do, you should always check to see what you've got in your inventory/pack to do it with.

- Hold down the △ button and use the directional button UP/DOWN to check through the weapons/objects/items you are carrying for a mission.

The highlighted object at the bottom of the list will always be the one you have in your hand.

Pausing the Game (Pause Menu)

Remember that, in any mission, you can always take time out to check game controls and don't worry about taking a breather in the heat of battle, you can always Pause the game by pressing the START button, and you won't be penalized for it.

Pressing the START button will not only 'freeze' the action, but will also open the Pause Menu. The Pause Menu allows you the following options:

Continue Game

Resume the game you are playing.

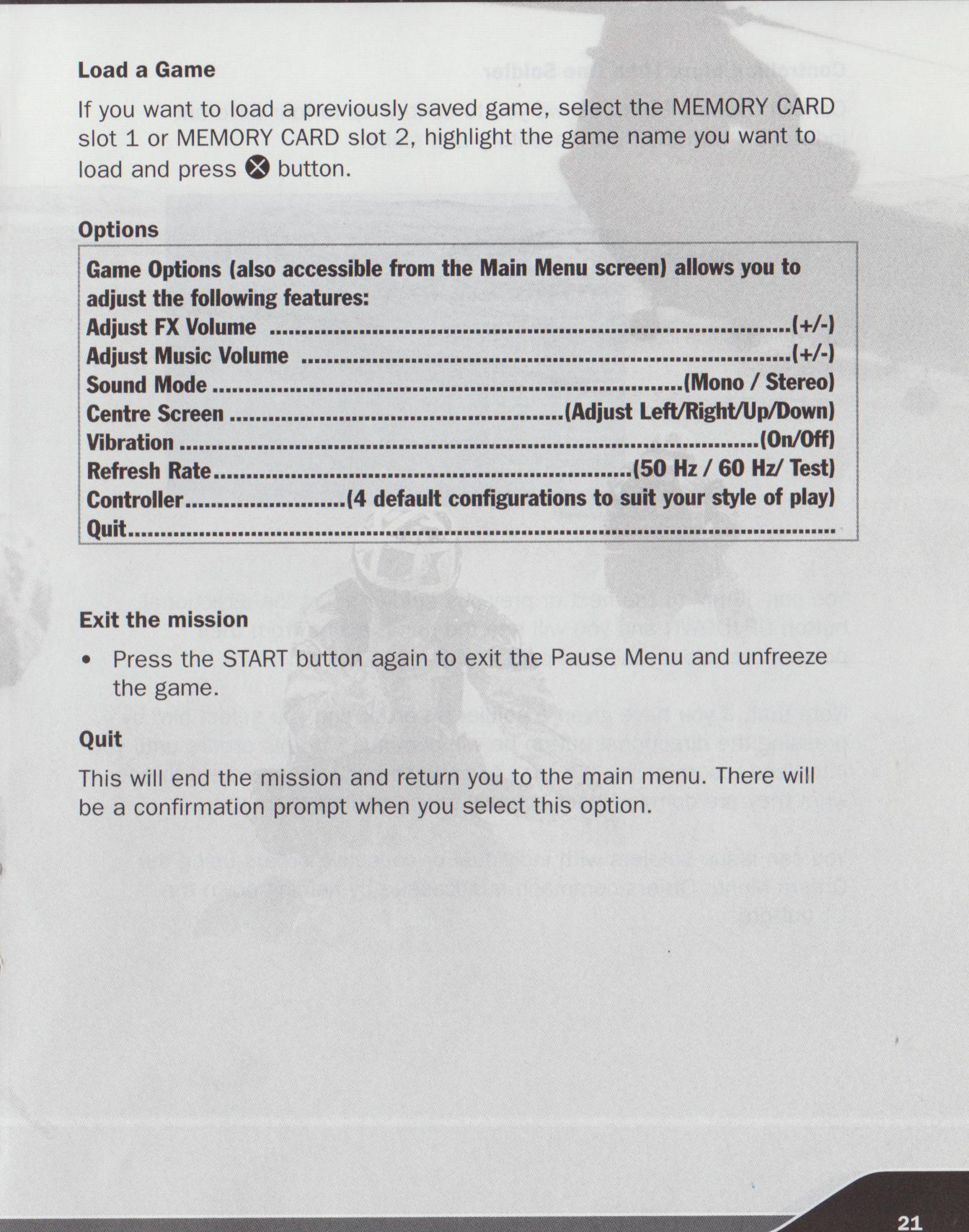
Save the Game

You can save the game at any point in a mission. Try to save at suitable points when you have successfully got through a particularly difficult section of action. The number of times you can save is limited to TWO per level. You can choose to save to a new save slot or overwrite an existing save (you will be warned if you choose do this and have to confirm your actions).

You will be given the option of selecting MEMORY CARD slot 1 or MEMORY CARD slot 2 if more than one memory card (8MB) (for PlayStation® 2) is inserted.

The save game name will be automatically generated to represent the mission you are playing.

You are advised not to insert or remove accessories or memory cards (8MB) (for PlayStation® 2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation® 2) before commencing play.



Load a Game

If you want to load a previously saved game, select the MEMORY CARD slot 1 or MEMORY CARD slot 2, highlight the game name you want to load and press ⊗ button.

Options

Game Options (also accessible from the Main Menu screen) allows you to adjust the following features:

Adjust FX Volume	**(+/-)**
Adjust Music Volume	**(+/-)**
Sound Mode	**(Mono / Stereo)**
Centre Screen	**(Adjust Left/Right/Up/Down)**
Vibration	**(On/Off)**
Refresh Rate	**(50 Hz / 60 Hz/ Test)**
Controller	**(4 default configurations to suit your style of play)**
Quit	

Exit the mission

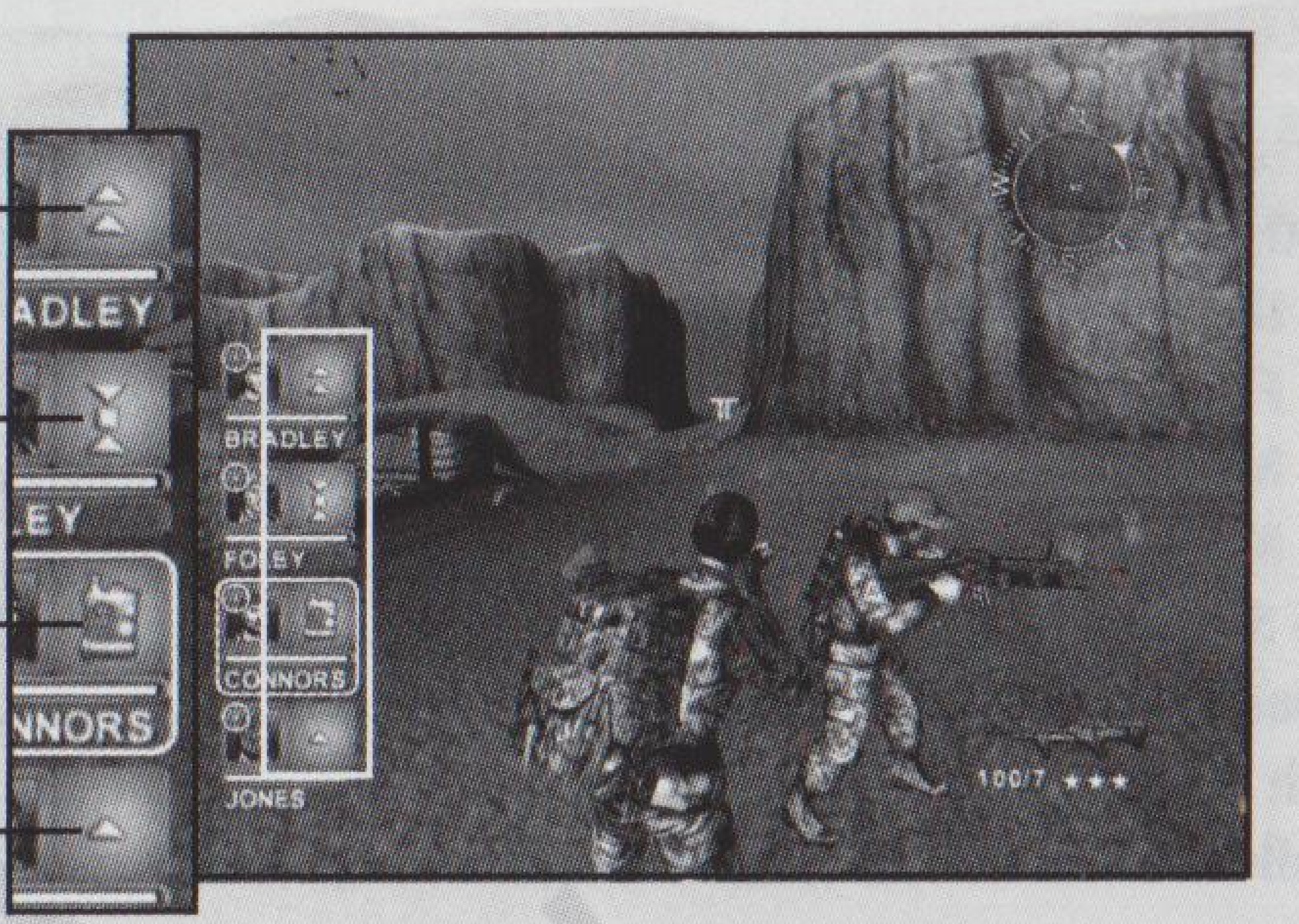
- Press the START button again to exit the Pause Menu and unfreeze the game.

Quit

This will end the mission and return you to the main menu. There will be a confirmation prompt when you select this option.

Controlling More Than One Soldier

Conflict: Desert Storm allows you to control up to four different individuals with their own inventory and skills.


Follow icon
Hold position icon
Selected soldier icon
Advance icon
ADLEY
LEY
NNORS
BRADLEY
FOLEY
CONNORS
JONES
100/7

You can 'jump' to the next or previous soldier using the directional button UP/DOWN and you will see the game action from their perspective initially in Third person view.

Note that, if you have given a soldier an order and you select him by pressing the directional button he will continue with his orders until you intervene – sometimes it's wise to cycle through your soldiers to see what they are doing without actually taking control of them.

You can issue soldiers with individual or collective orders using the Orders Menu. Orders command is accessed by holding down the L1 button.

Open Orders Menu	**Hold Down L1 button then:**
Move Soldier Control Panel Cursor Up	**directional button UP**
Move Soldier Control Panel Cursor Down	**directional button DOWN**
Command ALL Soldiers to lie prone/stand (toggle)	**R1 button**
Command ALL Soldiers to follow/ hold a position (toggle)	**R2 button**
Command a selected Soldier to follow	**⊗ button**
Command selected Soldier to halt/hold position	**△ button**
Command selected Soldier to advance to a position	**◎ button plus positional procedure (below):**

- Use the right analog stick to aim at a position
- Press the ◎ button to give the order.
- Use the left analog stick to set a soldier facing and then press the ◎ button to confirm the order.

Finding/Picking Up Objects

Sometimes you will need to look for and pick up other objects (such as explosives) in order to complete a mission so you must look around the mission landscape/buildings very carefully to locate what you might require. When you do locate something you need to:

- Stand close to the object and check the flashing text on the screen. The object will appear between the two ‘pick up’ icons.

Multiple Targets/Automatic Targeting

When there are multiple targets on screen (for instance three enemy soldiers are running towards you), you can cycle automatic targeting using the L2 button (from left to right) or the R2 button (from right to left). Automatic targeting will target the enemy that is of the greatest threat to you by moving the weapon aiming sights over that target.

Throwing Objects

Some items, such as grenades or smoke bombs, will have to be thrown in order to be effective.

- Make sure you have selected the object from your inventory list (say a Grenade) and that it is in your hand.
- Press Fire (R1 button) to throw the object (grenades are timed and will explode shortly after impact).

To throw the item much further away you must 'lob' the object by aiming upwards.

Equipment Use

There are various different types of equipment that you can use in Conflict: Desert Storm, some examples of these are shown below:-

C4 Charges

These are extremely powerful types of explosive and are useful for blowing up stopped tanks, or any fixed installation that's destructible. It's possible to plant multiple C4 charges in different locations and then detonate them one at a time using the detonator. The C4 charges will be exploded in the order they were set. This can be really useful when you want to be 'stealthy' and away from the explosions when they go off, the range of the detonator is long enough to work anywhere in the game world.

To set a C4 charge:

- Select it from your character's inventory and press Fire (R1 button).

You are quite vulnerable while setting the charge as this takes a little time, make sure you've got cover from the rest of your team before doing this. It's possible to cancel planting C4 explosives by pressing the ⊗ button. Note that other close explosions from grenades and Tank mines can also trigger planted C4 charges to explode prematurely.

Grenades

Grenades can be thrown in First or Third person view. Grenades are set on a short timer and can be quite effective on an enemy – they are especially useful on groups and vehicles without armour. Smoke grenades do not cause damage but they are useful to give you cover, or if you wish to obscure the enemy's vision range.

Tank Mines

These are extremely powerful mines that can destroy a heavily armoured tank. To use the mines:

- Select the mine from your inventory.
- Press the Fire button to plant the mine.

It is possible to cancel planting tank mines by pressing the ⊗ button. The tank mines will be set off automatically when a tank or a vehicle drives over it. Note that tank mines are very volatile and other nearby explosions or a person can also set them off.

Completing Objectives

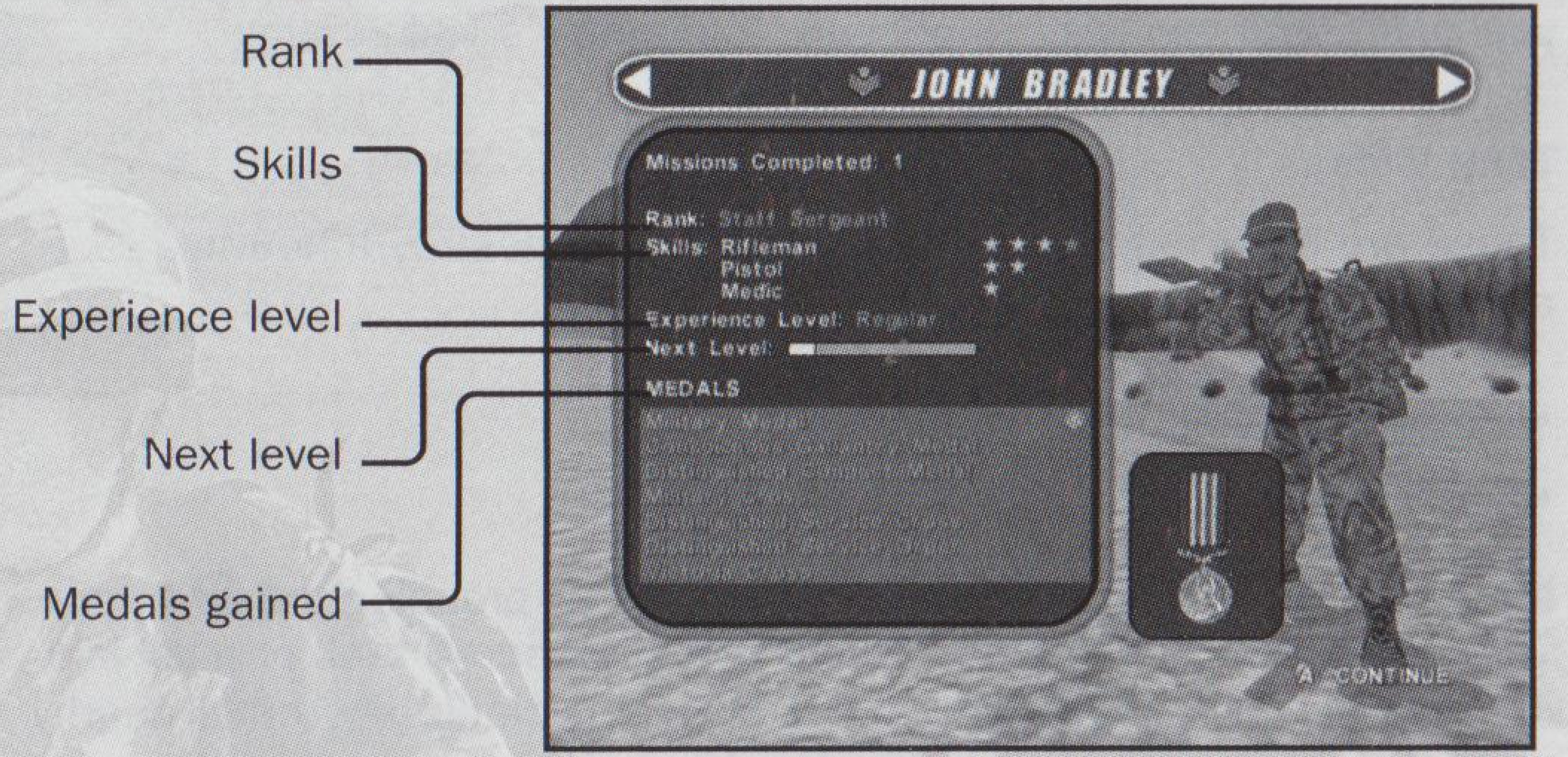
As you complete an objective in a mission, a confirmation message will be shown on the screen and the objectives will be ticked off on the map/objectives screen.

When all the mission objectives have been completed you must make your way to the Extraction Point – this may be the same location as the Landing Zone but sometimes it will be somewhere completely different. Extraction points will be marked with a coloured flare to locate your position for the rescue helicopter.

At the end of any mission when all objectives have been completed you can choose to Save the Game and Continue with the campaign.

MEDALS AND PROMOTIONS

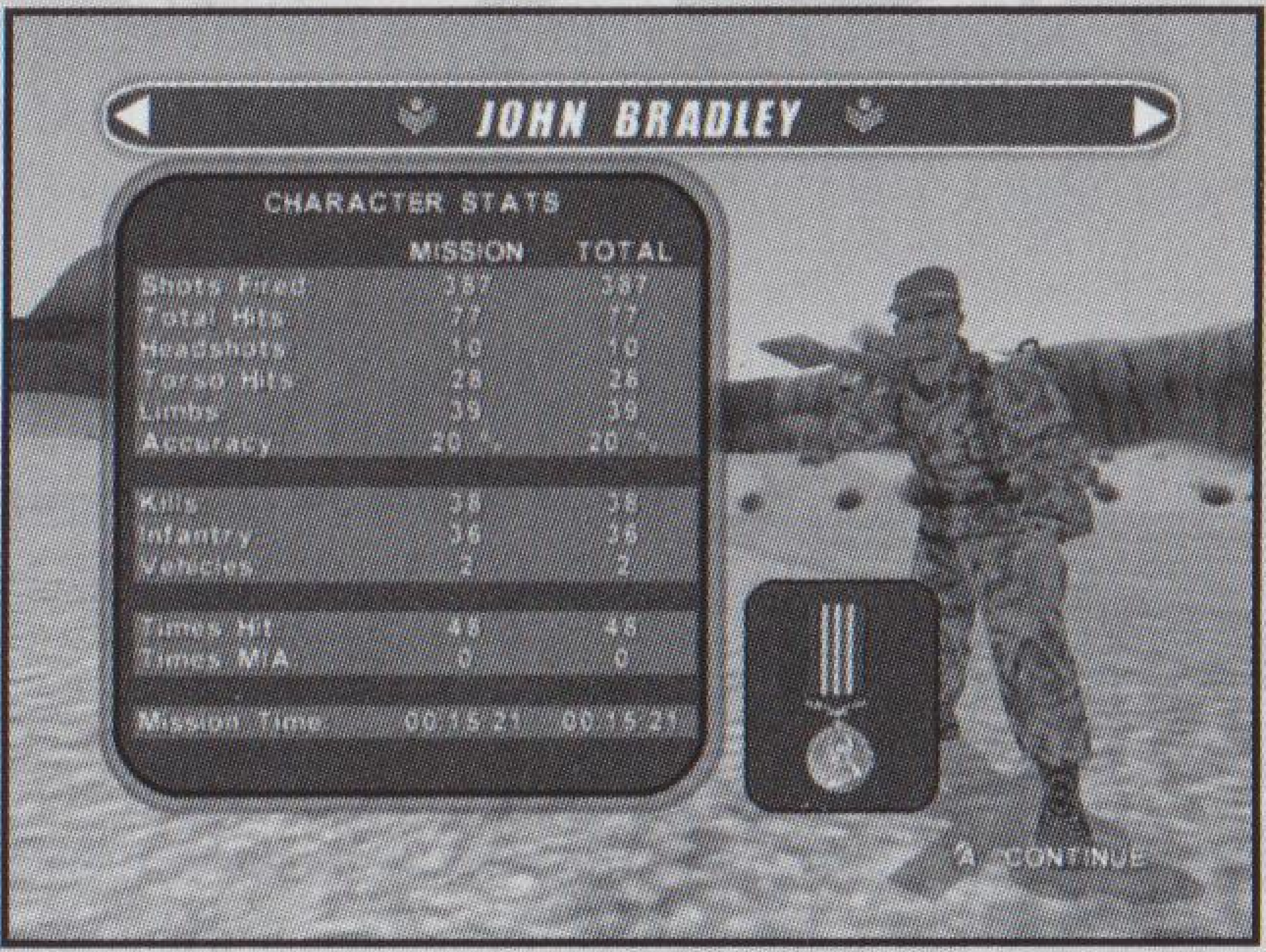
A successful mission will lead to the award of Medals and Promotions for the participating soldiers and an increase in weapon skills and experience.


Rank
Skills
Experience level
Next level
Medals gained
◀ JOHN BRADLEY ▶
Ⓐ CONTINUE

Missions Completed: 1

Rank: Staff Sergeant
Skills: Rifleman ★★★☆
Pistol ★★
Medic ★
Experience Level: Regular
Next Level:
MEDALS

Select the scroll arrow at the bottom of the screen to access the soldiers' Statistics Screen.


◀ JOHN BRADLEY ▶
Ⓐ CONTINUE

CHARACTER STATS

	MISSION	TOTAL
Shots Fired	387	387
Total Hits	77	77
Headshots	10	10
Torso Hits	28	28
Limbs	39	39
Accuracy	20 %	20 %
Kills	38	38
Infantry	36	36
Vehicles	2	2
Times Hit	48	48
Times MIA	0	0
Mission Time	00:15:21	00:15:21

The Statistics screen shows a breakdown of how each individual performed in the mission and the running totals for the campaign to date.

Ranks and Promotions

The soldiers under your command can go up in rank if they perform exceptionally well in a particular mission.

U.K. Special Air Service Ranks

Non-Commissioned Ranks
Private
Lance Corporal
Corporal
Sergeant
Staff Sergeant
Sergeant Major

Commissioned Ranks
2nd Lieutenant
Lieutenant
Captain
Major
Colonel

U.S. Delta Force Ranks

Non-Commissioned Ranks
Private
Private 1st class
Corporal
Sergeant
Master Sergeant
Sergeant Major

Commissioned Ranks
2nd Lieutenant
1st Lieutenant
Captain
Major
Colonel

All soldiers must survive the mission to be considered for a promotion.

Medals

The soldiers under your command can also be awarded a Medal if they perform well in a mission. This is in recognition of performance above and beyond the call of duty.

SAS Medals

- Medal
- Military Medal
- Conspicuous Gallantry Medal
- Distinguished Conduct Medal
- Military Cross
- Distinguished Service Cross
- Distinguished Service Order
- Victoria Cross

Delta Force Medals

- Medal
- Armed Forces Service Medal
- Army Distinguished Service Cross
- Army Commendation Medal
- Bronze Star
- Silver Star
- Legion of Merit
- Medal of Honor

Note that, the Medal of Honor and the Victoria Cross can only be awarded if you choose to play on 'Hard' difficulty.

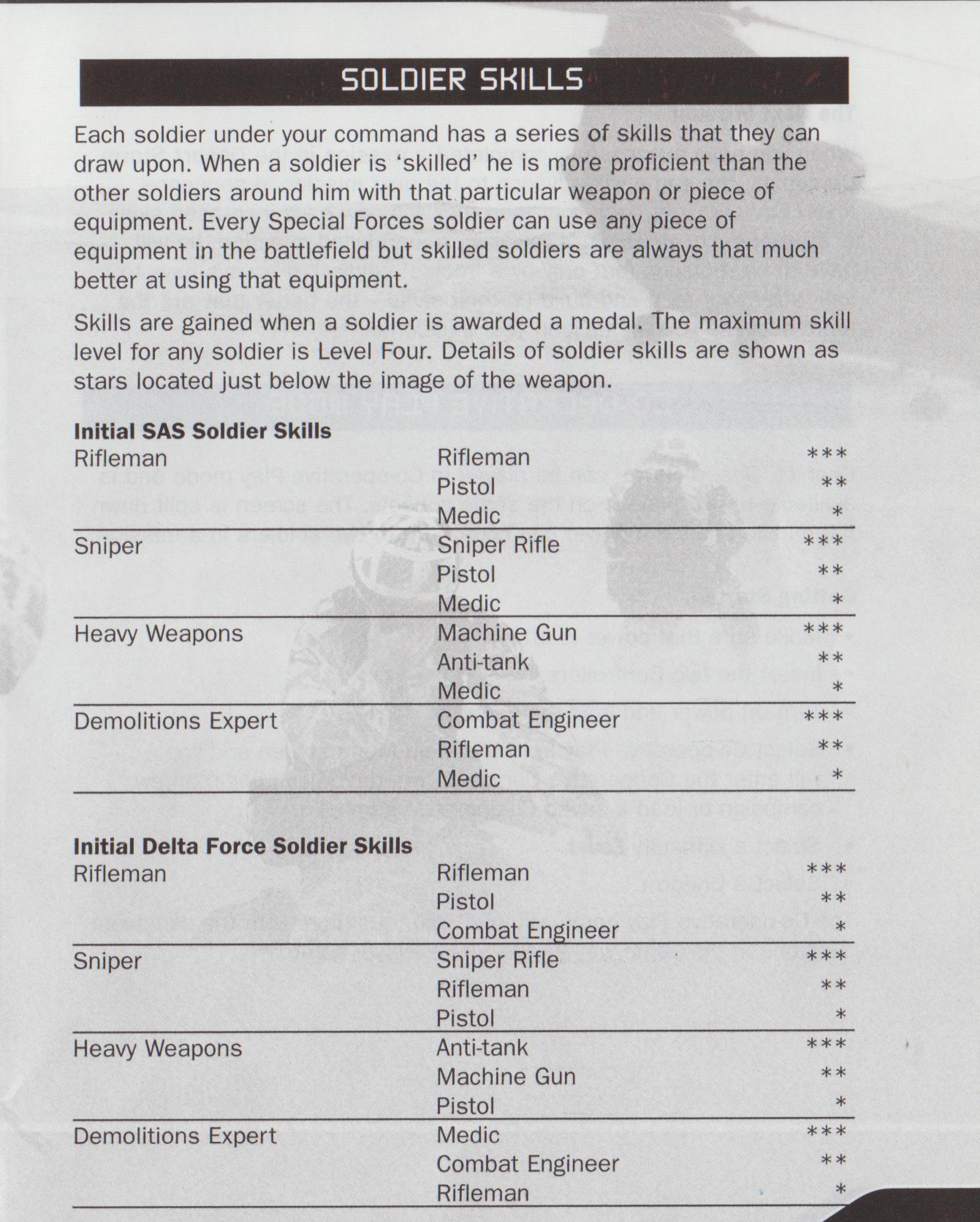
SOLDIER EXPERIENCE

In Conflict: Desert Storm the soldiers under your command gain experience as they progress through the game. How much experience they gain depends on how much action they see in a particular mission. The more active a soldier is and the more 'kills' he gains, the quicker his experience level will increase.

If a Soldier gains in experience he will become:

– Generally healthier and less susceptible to wounds.
– More accurate with weaponry.
– Quicker at reacting to enemy fire.

The experience levels are:
– Trained
– Regular
– Veteran
– Expert
- Professional
- Guard
- Elite
- Hero (Medium and Hard difficulty only)



SOLDIER SKILLS

Each soldier under your command has a series of skills that they can draw upon. When a soldier is 'skilled' he is more proficient than the other soldiers around him with that particular weapon or piece of equipment. Every Special Forces soldier can use any piece of equipment in the battlefield but skilled soldiers are always that much better at using that equipment.

Skills are gained when a soldier is awarded a medal. The maximum skill level for any soldier is Level Four. Details of soldier skills are shown as stars located just below the image of the weapon.

Initial SAS Soldier Skills

Rifleman	Rifleman	***
	Pistol	**
	Medic	*
Sniper	Sniper Rifle	***
	Pistol	**
	Medic	*
Heavy Weapons	Machine Gun	***
	Anti-tank	**
	Medic	*
Demolitions Expert	Combat Engineer	***
	Rifleman	**
	Medic	*

Initial Delta Force Soldier Skills

Rifleman	Rifleman	***
	Pistol	**
	Combat Engineer	*
Sniper	Sniper Rifle	***
	Rifleman	**
	Pistol	*
Heavy Weapons	Anti-tank	***
	Machine Gun	**
	Pistol	*
Demolitions Expert	Medic	***
	Combat Engineer	**
	Rifleman	*

The Next Mission

When you have successfully completed a mission in the Desert Storm Campaign, the game will advance to the next mission in sequence. If you have brought back your men they will now have increased skills and experience. However, if you have a man killed in action, he will have to be replaced (but only by a 'rookie' soldier). It always pays to look after your men and build up their skills – the better they are the more success you will have in your missions.

CO-OPERATIVE PLAY MODE

Conflict: Desert Storm can be played in Co-operative Play mode and is available to two players on the same console. The screen is split down the middle and each player can control up to two soldiers in a mission.

Getting Started

- Make sure that power is off.
- Insert the two Controllers.
- Turn on power and load the game as normal.
- Select Co-operative Play from the Main Menu screen and you will enter the Cooperative Campaign where you can begin a new campaign or load a saved Co-operative game.
- Select a Difficulty Level.
- Select a Uniform.

The Co-operative Play game will load. You must complete the campaign missions in the same way as the Single Player game.

HINTS AND TIPS

The following is a brief guide to mission success in Conflict: Desert Storm.

- Use teamwork to defeat the enemy. Learn this lesson so that you and your team can live to fight another day.
- Your accuracy improves if you fire your weapon from a stationary position. Moving and firing will make you less accurate.
- Crouching and lying prone will also improve your accuracy.
- Use the Medikit to heal unconscious soldiers so they can continue the mission.
- An anti-tank weapon is a precious commodity. Use these weapons wisely.
- Rocket Launchers, Sniper Rifles and machine guns cannot be fired on the move.
- Attacking Main Battle Tanks head on is suicide. Always try to outflank armoured vehicles and hit their rear where the armour is weak. This is a guaranteed kill.
- If you need to take out an enemy sentry quietly, use silenced weapons or the combat knife.
- Smoke grenades can create cover for an advancing squad but remember, they do not last forever.
- Multiple C4 charges can be placed down and then detonated in order.
- Most weapons at your disposal have different firing modes. Learn each weapon's strengths and weaknesses for maximum effectiveness.
- Fully automatic weapons have high rates of fire and will keep an enemy pinned down. But always try to fire in short, controlled bursts; this will help accuracy and conserve ammunition.
- Position your team to give maximum covering fire. This could mean the difference between success and failure.
- If you find yourself running low on ammo, try searching captured enemy positions for replacement weaponry.
- The advance order is a useful way to get your squad into position quickly.
- Try to avoid killing civilians.

Each soldier in your squad has his own strengths and weaknesses, maximise each specialist's potential by using him in the correct battlefield role, such as:

The Rifleman

The Rifleman is a good all-rounder capable of adapting to most battlefield roles. He is expert in the use of assault rifles and sub-machine guns.

The Heavy Weapons Specialist

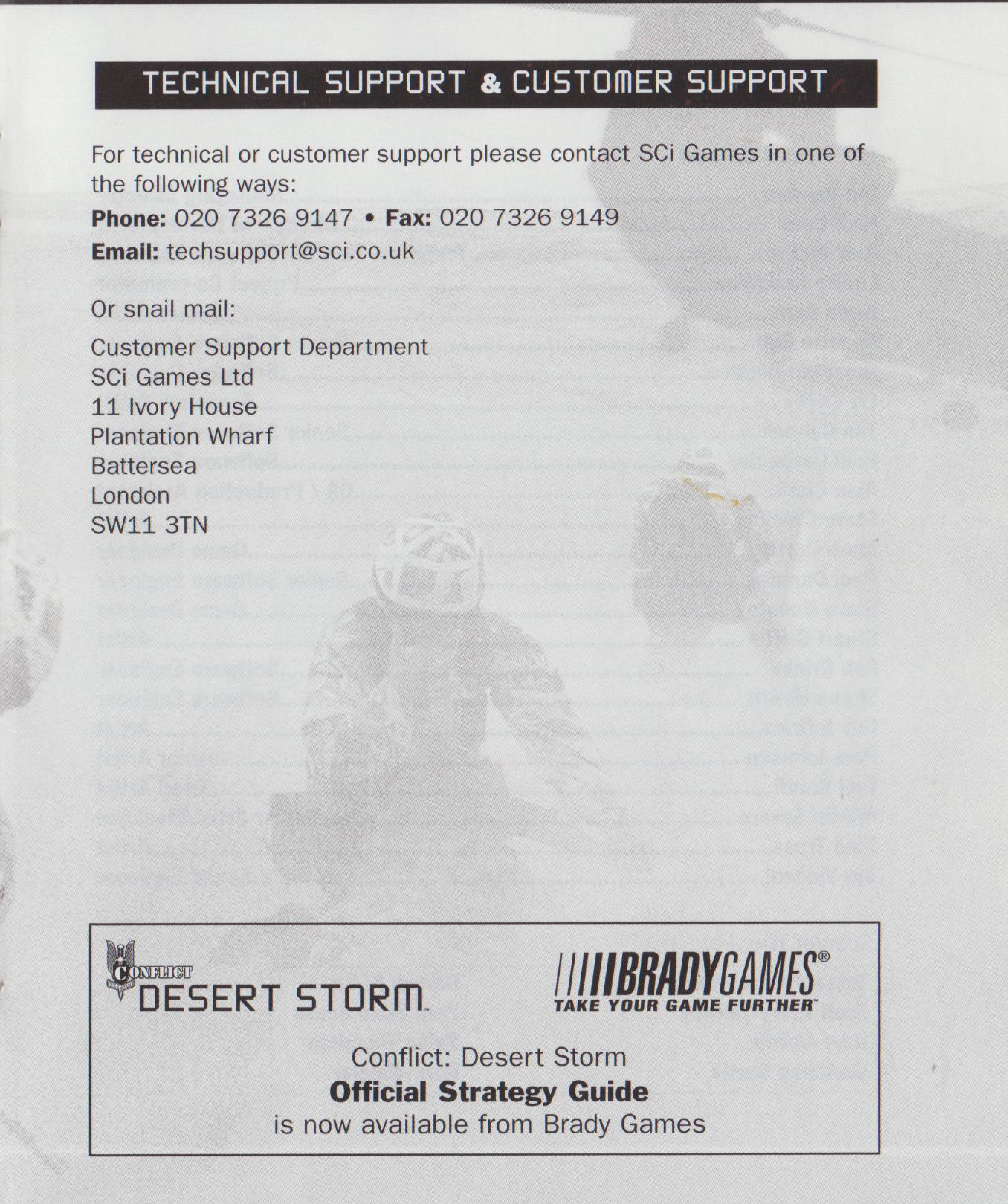
The Heavy Weapons Specialist is an expert tank hunter. Use him to take out enemy armour. He is also skilled in the use of all heavy and light machine guns.

The Combat Engineer

The Combat Engineer is expert in the use of military grade explosives. He is also skilled with Assault Rifles and Sub-Machine Guns.

The Sniper

The Sniper is the expert marksman of the team and is capable of taking down enemy soldiers at long range.



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Email: techsupport@sci.co.uk

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CONFLICT DESERT STORM

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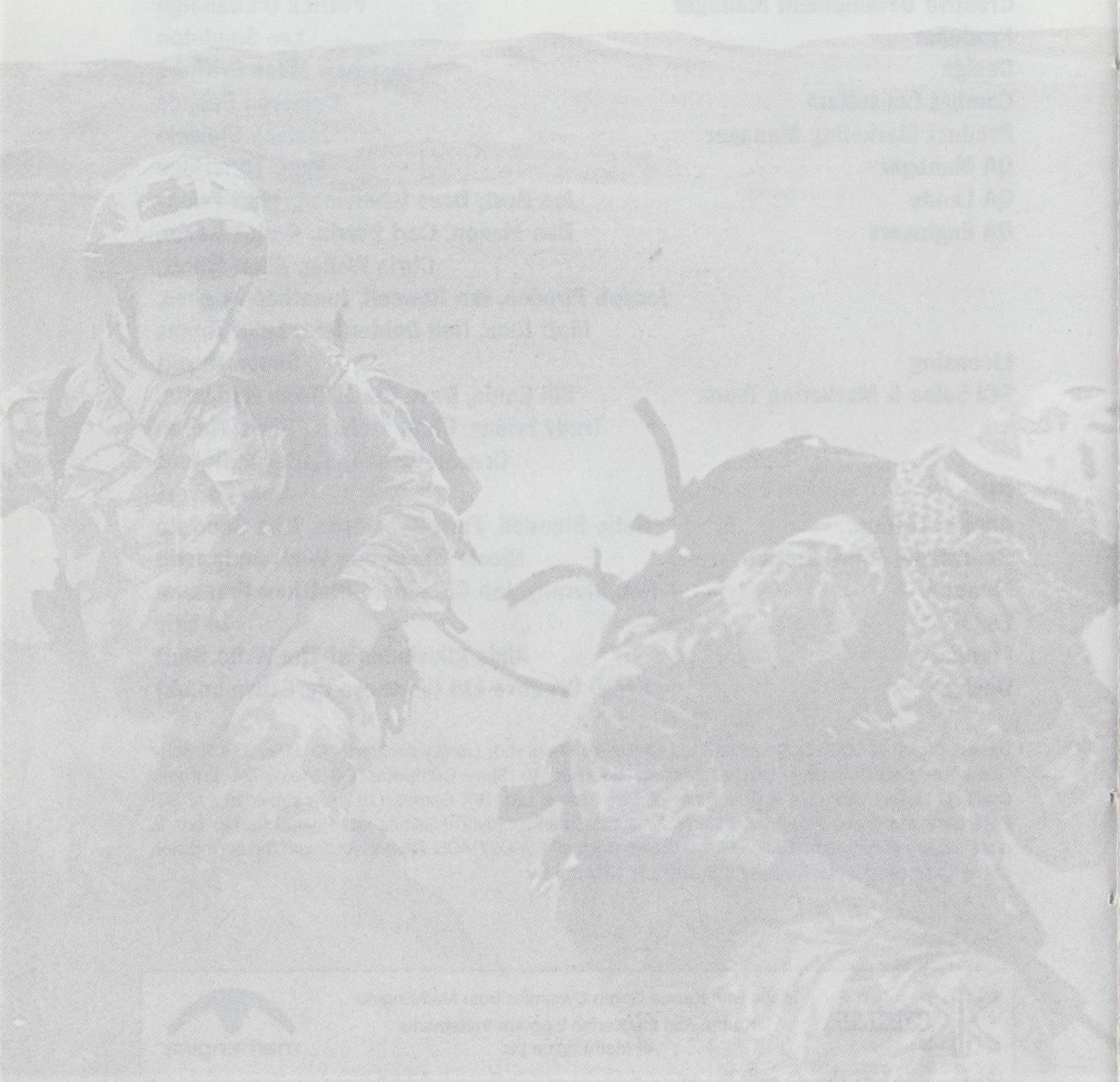

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CONFLICT
DESERT STORM™

Gulf War Chronology

[July 17 1990]	Hussein accuses Kuwait on 17 July of oil overproduction and theft of oil from the Rumailia Oil Field.
[July 25 1990]	1990 On 25 July US Ambassador to Iraq, April Glaspie, tells Hussein that the Iraq/Kuwait dispute is an Arab matter, not one that affects the United States.
[Aug 2 1990]	1990 Hussein invades Kuwait on August 2. President Bush freezes Iraqi and Kuwaiti assets. The United Nations calls on Hussein to withdraw.
[Aug 6 1990]	Economic sanctions are authorized.
[Aug 7 1990]	Secretary of Defense Cheny visits Saudi Arabia. The 82nd Airborne and several fighter squadrons are dispatched.
[Aug 8 1990]	Iraq annexes Kuwait.
[Aug 9 1990]	The UN declares Iraq's annexation invalid.
[Aug 12 1990]	The USA announces interdiction program of Iraqi shipping.
[Aug 22 1990]	President Bush authorizes call up of reserves.
[Aug 25 1990]	Military interdiction authorized by the UN.
[Sept 14 1990]	Iraqi forces storm a number of diplomatic missions in Kuwait City.
[Nov 8 1990]	Bush orders additional deployments to give "offensive option" to US forces.
[Nov 20 1990]	45 Democrats file suit in Washington to have President Bush first seek Congressional approval of military operations. (eventually they won out).
[Nov 22 1990]	President Bush visits the troops for Thanksgiving.
[Nov 29 1990]	UN Security Council authorizes force if Iraq doesn't withdraw from Kuwait by midnight EST January 15.
[Nov 30 1990]	Bush invites Tariq Aziz to Washington and offers to send Secretary of State James Baker to Baghdad.
[Jan 9 1991]	Baker and Aziz meet in Geneva. The meeting is 6 hrs, but no results.
[Jan 12 1991]	Congress votes to allow for US troops to be used in offensive operations.
[Jan 1 1991]	The deadline set by the UN Resolution 678 for Iraq to withdraw.
[Jan 16 1991]	First US government statement of Operation Desert Storm made. Marlin Fitzwater announces, "The liberation of Kuwait has begun..." The air war started Jan 17 at 2:38 a.m. (local time) or January 16 at 6:38PM EST due to an 8-hour time difference, with an Apache helicopter attack. US warplanes attack Baghdad, Kuwait and other military targets in Iraq.
[Jan 17 1991]	Iraq launches first SCUD Missile attack.
[Jan 30 1991]	US forces in the Gulf exceed 500,000.
[Feb 6 1991]	Jordan's King Hussein lashes out against American bombardments and supports Iraq.
[Feb 13 1991]	US Bombers destroy a bunker complex in Baghdad with several hundred citizens inside. Nearly 300 die.
[Feb 17 1991]	Tariq Aziz travels to Moscow to discuss possible negotiated end to the war.
[Feb 22 1991]	President Bush issues an ultimatum of Feb 23 for Iraqi troops to withdraw from Kuwait.
[Feb 23 1991]	Ground war begins with Marines, Army and Arab forces moving into Iraq and Kuwait.
[Feb 25 1991]	Iraqi SCUD missile hits a US barracks in Saudi Arabia killing 27.
[Feb 26 1991]	Kuwaiti resistance leaders declare they are in control of Kuwait City.
[Feb 27 1991]	President Bush orders a cease-fire effective at midnight Kuwaiti time.
[Mar 3 1991]	Iraqi leaders formally accept cease-fire terms.
[Mar 4 1991]	Ten Allied POWs freed.
[Mar 5 1991]	35 POWs released.
[Mar 8 1991]	First US combat forces return home.

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